ENTERACTIVE™ VIDEO GAMES

NES-XM-USA★

THE UNCANNY X-MEN®

INSTRUCTION BOOKLET

THIS GAME IS LICENSED BY NINTENDO® FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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Treat Your Enteractive Game Carefully

- This Enteractive Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

INTRODUCTION

THE ENTIRE HUMAN RACE IS IN DANGER! MAGNETO AND HIS BAND OF EVIL HENCHMEN ARE ON THE RAMPAGE AND NOTHING CAN STOP THEM . . . EXCEPT FOR YOU, PROFESSOR XAVIER AND YOUR UNCANNY X-MEN.

WORKING WITH WOLVERINE, CYCLOPS, STORM, COLOSSUS, NIGHTCRAWLER AND ICEMAN, YOU SELECT THE BEST ATTACK TEAM FOR EACH BATTLE BASED ON THEIR COMBINATION OF SUPERHUMAN SKILLS.

CEREBRO, YOUR ADVANCED COMPUTER SYSTEM, WILL DISPLAY THE DIFFERENT MISSIONS, ALL OF WHICH MUST BE COMPLETED IN ORDER TO ACCOMPLISH YOUR ULTIMATE GOAL . . . THE DEFEAT OF MAGNETO!

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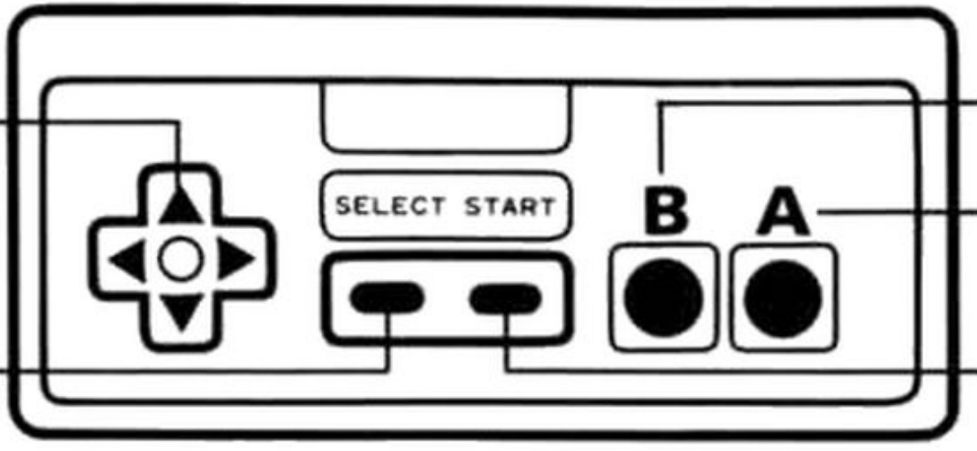
1 HOW TO USE THE CONTROLLER

CROSSKEY
MOVE UP, DOWN, LEFT, RIGHT

SELECT
SWITCH CONTROLLED X-MEN IN 1 PLAYER GAME



"B" BUTTON
JUMP OR FLY

"A" BUTTON
USE MUTANT POWERS

START
VIEW STATUS SCREEN

2 GAME GUIDE

THE OBJECT OF THE GAME IS SIMPLE, YOU MUST MANEUVER YOUR TEAM OF X-MEN THROUGH EACH MISSION, DODGING OR BATTLING THE MANY FOES SENT AGAINST YOU, AS YOU TRY TO PUT AN END TO MAGNETO'S PLANS FOR WORLD DOMINATION. YOU WILL ENCOUNTER A STAGGERING ARRAY OF ENEMIES, FIENDISHLY HIDDEN DANGERS, AND SPECIAL POWER ITEMS TO HELP YOU ON YOUR WAY AS YOU SEARCH FOR THE SECRET COMMAND POST HIDDEN IN EACH MISSION AND SHUT IT DOWN. ACCOMPLISH YOUR MISSIONS CORRECTLY AND WHO KNOWS . . . MAYBE YOU'LL BE ABLE TO MEET THE MASTER OF MAGNETISM FACE TO FACE FOR A FINAL CONFRONTATION.

3 HOW TO PLAY

1 OR 2 PLAYERS

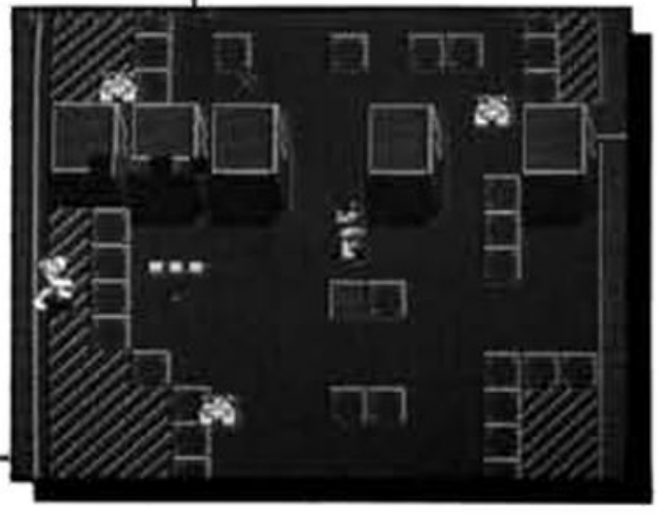
PRESS THE START BUTTON WHILE VIEWING THE LOGO SCREEN. THE GAME'S LEGAL NOTICES WILL APPEAR AND THEN IT WILL ASK YOU WHETHER YOU WANT A 1 PLAYER OR 2 PLAYER GAME. USE THE SELECT BUTTON TO CHOOSE THE ONE YOU WANT, AND PRESS THE START BUTTON.

MISSION SELECTION

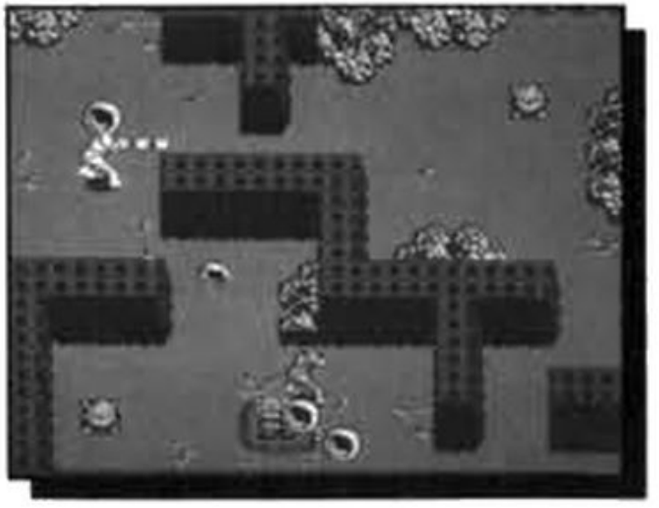
USE THE SELECT BUTTON TO CHOOSE ONE OF THE 5 MISSIONS AND PRESS THE START BUTTON. EACH MISSION TAKES PLACE IN A DIFFERENT AND DANGEROUS ENVIRONMENT AND YOU MAY CHOOSE THEM IN ANY ORDER. NOT ONLY MUST YOU BE ABLE TO RECOGNIZE AND AVOID THE VARIOUS HAZARDS AND OBSTACLES, YOU MUST ALSO DISCOVER THE PORTALS TO OTHER LEVELS WITHIN EACH MISSION.

PRACTICE

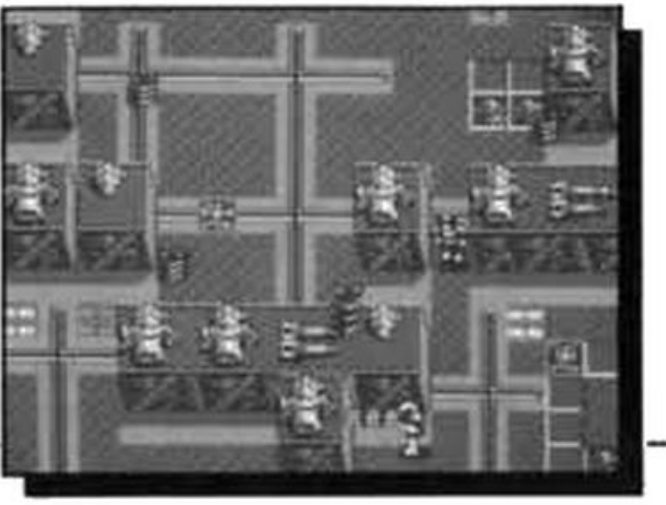
THIS MISSION ALLOWS YOU TO PRACTICE WITH EACH OF THE X-MEN IN THE DANGER ROOM WITHOUT ACTUALLY GOING INTO BATTLE. THERE ARE MANY HAZARDS FROM THE OTHER MISSIONS TO TEST EACH OF THE X-MEN'S POWERS ON, BUT IF THEY GET ELIMINATED, YOU CAN STILL USE THEM IN LATER MISSIONS. HOLD DOWN THE "A" BUTTON AND PRESS START WHEN YOU THINK YOU'RE READY TO TACKLE A REAL MISSION.



FUTURECITY STREET FIGHT



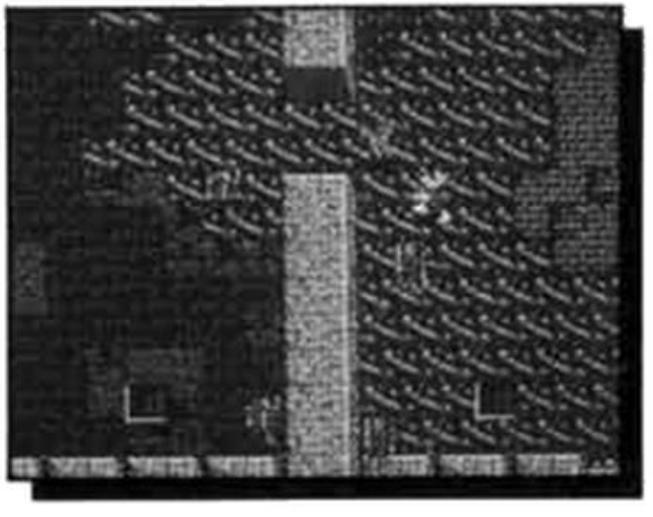
YOU ARE IN THE RUINS OF A ONCE IMPRESSIVE AND BEAUTIFUL CITY THAT HAS BEEN BLASTED TO RUBBLE AND ABANDONED. MAGNETO AND HIS MINIONS HAVE TAKEN IT OVER AND ARE FORTIFYING IT IN ORDER TO MAKE IT HIS BASE OF OPERATIONS ON EARTH. IF HE IS ALLOWED TO COMPLETE HIS WORK, IT WILL BE INVULNERABLE AND MAGNETO WILL BE UNSTOPPABLE.



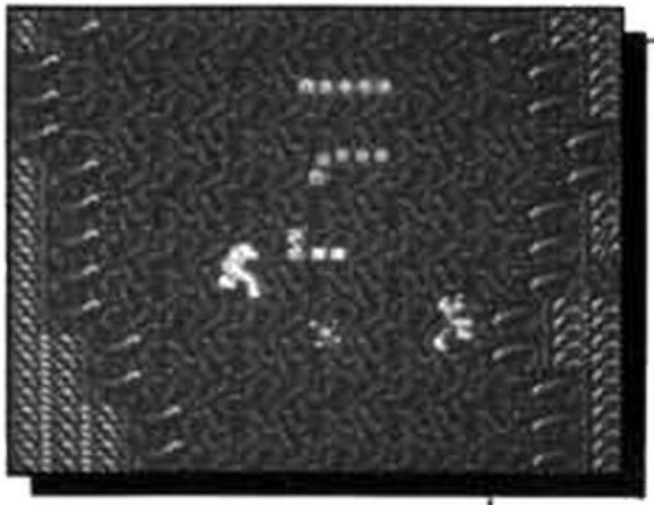
SEARCH AND DESTROY THE ROBOFACTORY

MAGNETO HAS BUILT AN ASSEMBLY PLANT THAT IS STARTING TO PRODUCE AN ARMY OF KILLER ROBOTS TO AID HIM IN HIS QUEST FOR WORLD DOMINATION. YOU MUST BATTLE YOUR WAY THROUGH THE FACTORY AND DESTROY IT BEFORE HE CAN COMPLETE HIS EVIL PLANS.

SUBTERRANEAN CONFRONTATION



YOUR FIGHT AGAINST MAGNETO TAKES YOU UNDERGROUND TO A DARK AND MARSHY CAVE WHERE THE LEADER OF THE EVIL MUTANTS HAS ASSEMBLED VARIOUS STRANGE AND MAGICAL EVIL BEINGS AND IS PLANNING TO UNLEASH THEM ON THE WORLD. ARE YOU STRONG ENOUGH TO FACE THESE EERIE APPARITIONS?



BATTLE THROUGH A LIVING STARSHIP

DURING HIS TRAVELS THROUGH ALIEN STAR SYSTEMS, MAGNETO HAS FOUND A NEW LIFE FORM THAT COULD BE DEADLY TO ALL HUMANKIND. IT IS A CREATURE THAT CAN EMIT BURSTS OF MIND-CONTROLLING ENERGY THAT WILL TURN ALL HUMANS INTO MINDLESS SLAVES. MAGNETO HAS USED IT AS A HUGE LIVING SPACESHIP TO ESCAPE CAPTURE, BUT NOW IS READY TO RELEASE IT'S DEADLY FORCE ON THE EARTH. THE ENERGY BURSTS HAVE STARTED — WHO WILL BE EFFECTED AND HOW. WILL YOU BE IN TIME?

X-MEN SELECT

USE THE SELECT AND START BUTTON TO CHOOSE TWO X-MEN FOR THE MISSION YOU HAVE JUST PICKED. YOU MUST SELECT YOUR TEAM CAREFULLY, BECAUSE AN X-MAN WHO IS GREAT ON ONE MISSION MIGHT BE TERRIBLE ON ANOTHER. IN THE 1 PLAYER GAME, THE FIRST X-MAN YOU PICK WILL BE THE ONE YOU ARE IN CONTROL OF AND THE SECOND ONE WILL BE THE ONE THAT IS GUIDED BY THE COMPUTER. YOU WILL BE ABLE TO SWITCH CONTROL BETWEEN THE TWO X-MEN DURING THE GAME. IN THE 2 PLAYER GAME, PLAYER 1 MAKES HIS CHOICE FIRST AND THEN PLAYER 2 MAKES HIS SELECTION.

4 GAME PLAY

AT THE START OF THE GAME, THE TWO X-MEN APPEAR AT THE BOTTOM OF THE SCREEN. THE SCREEN WILL BEGIN SCROLLING AS SOON AS THEY MOVE UP TOWARDS THE TOP OF THE SCREEN. THE TWO X-MEN MUST STAY FAIRLY CLOSE TOGETHER BECAUSE THE SCREEN WON'T SCROLL UP IF ONE OF THEM IS AT THE BOTTOM. THE SCREEN DOES NOT SCROLL LEFT AND RIGHT.

1 PLAYER GAME

THE X-MAN YOU PICKED FIRST IS THE ONE YOU CONTROL AT THE START OF THE GAME. THE OTHER ONE FOLLOWS BEHIND YOU AS YOU MAKE YOUR WAY THROUGH THE MISSION. YOU CAN CHANGE CONTROL TO THE OTHER X-MAN BY SIMPLY PRESSING THE SELECT BUTTON. THE AUTOMATIC X-MAN WILL MOVE BACK AND FORTH IN A LIMITED AREA WHILE PUNCHING OR SHOOTING TO PROTECT HIMSELF. AFTER 5 SECONDS HE WILL SHIFT INTO FOLLOW MODE. THIS ALLOWS HIM TO TRAIL ALONG WITH THE X-MAN UNDER YOUR CONTROL.

2 PLAYER GAME

YOU AND YOUR TEAMMATE EACH CONTROL ONE OF THE X-MEN AND PLAY AT THE SAME TIME.
DURING THE GAME, YOU CAN CHECK THE DAMAGE LEVELS OF THE TWO X-MEN BY PRESSING THE START BUTTON. A STATUS SCREEN IS DISPLAYED SHOWING THE POWER LEVELS REMAINING. ALSO SHOWN IS THE NUMBER OF KEYS AND COMPUTER DISKS COLLECTED. PRESS THE START BUTTON TO RESUME THE GAME.
IF ONE OF THE X-MEN GETS ELIMINATED, THE OTHER MUST TRY TO MAKE IT THROUGH THE MISSION ALONE. IF BOTH ARE ELIMINATED, YOU MUST SELECT TWO NEW X-MEN AND TRY THE MISSION AGAIN, BUT THE ONES THAT WERE ELIMINATED WON'T BE AVAILABLE FOR SELECTION AGAIN. IF YOU LOSE ALL OF THE X-MEN, THE GAME WILL BE OVER.

5 GAME OBJECT

YOU MUST MAKE YOUR WAY THROUGH EACH MISSION, BATTLING THE MANY HAZARDS AND OBSTACLES ENCOUNTERED ALONG THE WAY, UNTIL YOU CAN FINALLY BREACH MAGNETO'S DEFENSES AND PENETRATE THE CONTROL CENTER FOR HIS LATEST WORLD-DOMINATING PROJECT. BE WARNED, VIOLATING THE SECURITY OF THE CONTROL CENTER ACTIVATES A POWERFUL TIME BOMB, SPECIALLY DESIGNED AND POWERFUL ENOUGH TO UTTERLY DESTROY ANYTHING AND ANYONE FOOLISH ENOUGH TO BE AROUND WHEN IT GOES OFF.

TIME IS RUNNING OUT AND YOU'RE PROBABLY THINKING IT'S A GOOD TIME TO GET TO SAFETY, BUT WAIT, THIS MISSION ISN'T OVER YET. MAGNETO HAS LEFT BEHIND ONE OF HIS MINIONS TO DEAL WITH MEDDLESOME INTRUDERS, YOU'LL HAVE TO DEFEAT THESE SUPER-POWERED HENCHMEN BEFORE YOU CAN COMPLETE YOUR MISSION AND MAKE GOOD YOUR ESCAPE. IF YOU ARE SUCCESSFUL, YOU CAN COLLECT THE COMPUTER DISK AND TRY TO WORK YOUR WAY BACK TO THE BEGIN-NING BEFORE THE BOMB GOES OFF. ONLY THEN CAN YOU TAKE CREDIT FOR A SUCCESSFUL MISSION.

6 THE X-MEN

COLOSSUS

NAME: PIOTR N. RASPUTIN

COLOSSUS WAS BORN AND RAISED ON A SOVIET COLLECTIVE FARM IN RUSSIA. THERE HE WAS CONTENT WITH FARMING, OCCASIONALLY USING HIS ABILITY TO TRANSFORM FROM FLESH TO AN ORGANIC STEEL SUBSTANCE WHEN IT WOULD AID THE OTHER PEOPLE OF THE COLLECTIVE. PROFESSOR X CONVINCED HIM HIS POWERS COULD BEST BE PUT TO USE IN THE DEFENSE OF MANKIND AND TOOK HIM BACK TO THE UNITED STATES TO BECOME AN X-MAN.

STORM NAME: ORORO MUNROE

STORM SPENT MOST OF HER CHILDHOOD AS A PICKPOCKET IN THE BACK STREETS OF CAIRO AFTER HER PARENTS WERE KILLED. AS HER POWERS MANIFESTED, SHE JOURNEYED TO THE HOME OF HER ANCESTORS IN KENYA, WHERE SHE WAS WORSHIPPED BY THE LOCAL TRIBES AS A GODDESS. IT WAS PROFESSOR X WHO FOUND AND CONVINCED HER TO USE HER ABILITIES FOR THE GOOD OF ALL MANKIND AS AN X-MAN.

ICEMAN

NAME: ROBERT "BOBBY" DRAKE

ALTHOUGH THE ABILITY DIDN'T SURFACE UNTIL HIS ADOLESCENCE, ROBERT DRAKE WAS BORN WITH THE POWER TO FREEZE MOISTURE IN THE AIR AROUND HIM INTO ANY SHAPE OF HIS CHOOSING. BOBBY KEPT HIS POWERS A SECRET UNTIL FORCED ONE DAY TO USE THEM IN SELF-DEFENSE. PROFESSOR X LEARNED OF HIS EXISTENCE AFTER THE INCIDENT AND SENT CYCLOPS TO RECRUIT HIM FOR THE X-MEN.

WOLVERINE

NAME: LOGAN

HIS PAST SHROUDED IN MYSTERY, HIS ADAMANTIUM CLAWS AND REINFORCED SKELETON THE WORK OF SOME UNKNOWN AGENCY, LITTLE IS KNOWN ABOUT WOLVERINE'S EARLY LIFE. HE FIRST APPEARED AS AN OPERATIVE WORKING FOR THE CANADIAN GOVERNMENT WHEN PROFESSOR X APPROACHED HIM WITH AN OFFER TO JOIN THE X-MEN.

NIGHTCRAWLER

NAME: KURT WAGNER

HAVING BEEN FOUND AND RAISED BY THE INHABITANTS OF A BAVARIAN CIRCUS, IT IS NO WONDER THAT IN ADDITION TO HIS TELEPORTATIONAL POWERS, NIGHTCRAWLER IS ALSO A SUPERB ATHLETE AND AN OLYMPIC-CLASS ACROBAT. BECAUSE OF HIS APPEARANCE, HE WAS BEING HUNTED BY LOCAL VILLAGES AS A MONSTER WHEN PROFESSOR X HAPPENED UPON THE SCENE AND SAVED HIM FROM THE PANICKED MOB.

CYCLOPS

NAME: SCOTT "SLIM" SUMMERS

ORPHANED AT AN EARLY AGE, SCOTT SUMMERS EVENTUALLY CAME UNDER THE CARE AND GUIDANCE OF PROFESSOR X AS THE FIRST STUDENT IN HIS "SCHOOL FOR GIFTED YOUNGSTERS." IT WAS HERE THAT SCOTT LEARNED HOW TO LIVE WITH THE TERRIBLE BURDEN OF HIS OPTIC BLASTS AND BECAME INVOLVED WITH THE X-MEN FOR THE FIRST TIME.

7 THE SUPER VILLAINS

JUGGERNAUT

NAME: CAIN MARKO

WHILE DESERTING HIS MILITARY UNIT IN ASIA, CAIN MARKO STUMBLED ACROSS A CAVE CONTAINING THE LOST TEMPLE OF CYTTORAK, A POWERFUL MYSTICAL ENTITY. WHEN HE TOUCHED A MYSTERIOUS GLOWING RUBY HE FOUND INSIDE, THE MYSTIC ENERGIES RELEASED TRANSFORMED HIM INTO A SUPER-HUMAN BEING. NOW CALLING HIMSELF JUGGERNAUT, HE POSSESSES UNTOLD POWER WHICH ENHANCES HIS STRENGTH TO AN UNKNOWN DEGREE AND MAKES HIM A SEEMINGLY IRRESISTIBLE, UNSTOPPABLE FORCE.

THE WHITE QUEEN

NAME: EMMA FROST

EMMA FROST IS THE LEADING MEMBER OF A WEALTHY BOSTON FAMILY. NOT CONTENT WITH HER GREAT WEALTH AND BUSINESS SUCCESSES, SHE IS NOW INVOLVED WITH SEVERAL ORGANIZATIONS WHOSE GOAL IS WORLD DOMINATION THROUGH ECONOMIC AND POLITICAL MEANS. THE WHITE QUEEN IS A MUTANT WITH VARIOUS TELEPHATHIC ABILITIES. SHE CAN READ MINDS AND PROJECT THOUGHTS OR IMAGES INTO THE MINDS OF OTHERS.

BOOMERANG

NAME: FRED MYERS

FRED MYERS ORIGINALLY BECAME A PITCHER IN THE MAJOR LEAGUES BECAUSE OF HIS EXTRAORDINARY PITCHING ABILITY. HE WAS SUSPENDED FOR ACCEPTING BRIBES AND WAS RECRUITED BY A SECRET CRIMINAL ORGANIZATION WHICH SUPPLIED HIM WITH HIS COSTUME AND AN ARSENAL OF SPECIAL BOOMERANGS. HE HAS SINCE LEFT THE ORGANIZATION TO PURSUE A CAREER AS A FREELANCE CRIMINAL.

MAGNETO

NAME: UNKNOWN

THE SELF-STYLED "MASTER OF MAGNETISM" HAS CONCEALED THE FACTS ABOUT HIS EARLY LIFE AND TRUE IDENTITY, SO LITTLE IS KNOWN ABOUT HIM OR THE REASONS FOR HIS ONE-MAN CRUSADE AGAINST HUMANITY. HIS BRILLIANT INTELLECT, THOUGH, COUPLED WITH HIS SEEMINGLY LIMITLESS MAGNETIC POWERS MAKE HIM A FOE TO BE RECKONED WITH.

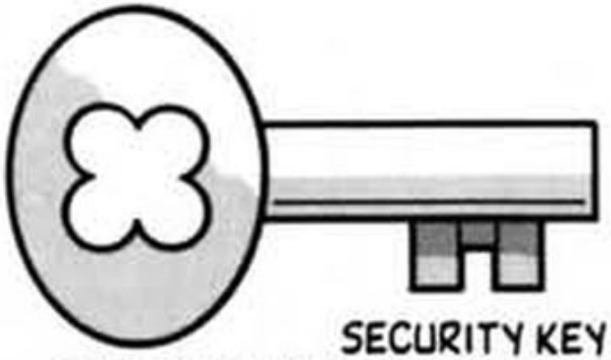
SABRETOOTH

NAME: UNKNOWN

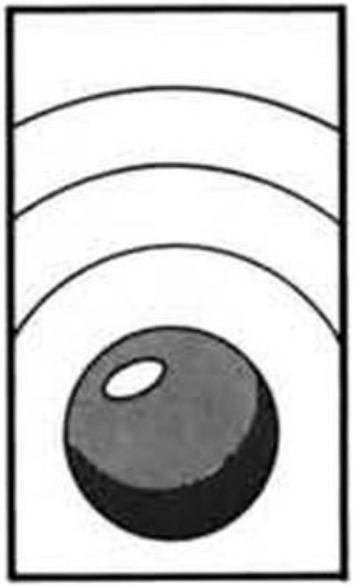
THE ORIGIN OF SABRETOOTH IS UNKNOWN. HE HAS, OVER THE COURSE OF SEVERAL YEARS, BEEN INVOLVED WITH SEVERAL CRIMINAL ORGANIZATIONS IN ADDITION TO WORKING AS A FREE-LANCE OPERATIVE. HE CAN REGENERATE DAMAGED OR DESTROYED AREAS OF HIS CELLULAR STRUCTURE, MUCH LIKE WOLVERINE, HAS SUPER-HUMANLY ACUTE SENSES, AND RAZOR SHARP CLAWS AND TEETH. SABRETOOTH IS SAID TO BE THE ULTIMATE WARRIOR AND SURVIVOR, A PROFESSIONAL ASSASSIN WHO LOVES THE WORK HE IS DOING.

8 POWER ITEMS

SMART BOMB
WIPES OUT ALL THE ENEMY CHARACTERS ON THE SCREEN.



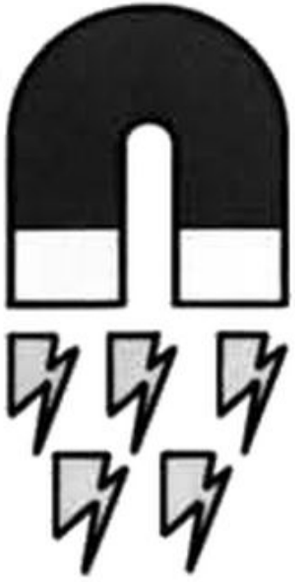
SECURITY KEY
CAPABLE OF OPENING LOCKED DOORS SPECIALLY SHIELDED AGAINST MUTANT POWERS. ALL MISSIONS WILL REQUIRE TWO KEYS, HOWEVER SOMETIMES YOU WILL OBTAIN BOTH KEYS IN THE SAME AREA.

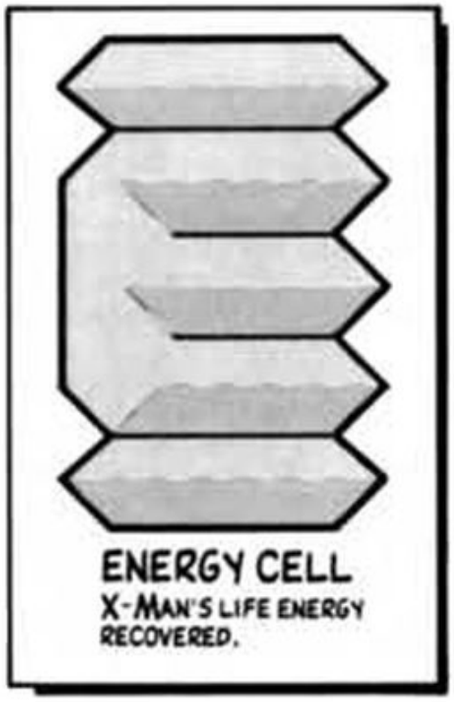


FORCE SHIELD
X-MAN PROTECTED BY AN INVINCIBLE FORCE BARRIER FOR A FIXED PERIOD.

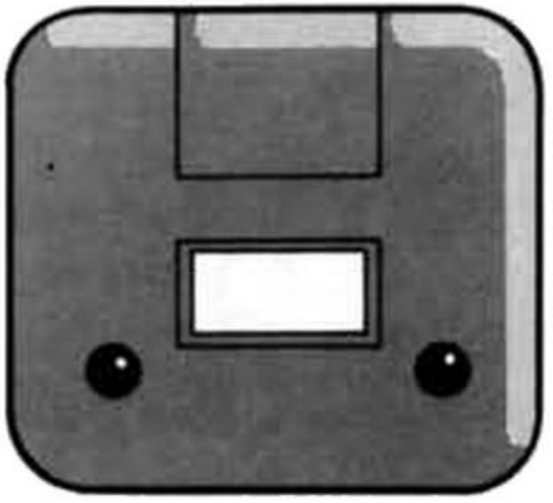
STASIS BOMB
COMPLETELY IMMOBILIZES THE ENEMY FOR A FIXED PERIOD.

MAGNETIC MINE
X-MAN IS IMMOBILIZED BY A MAGNETIC FORCE BUBBLE FOR A SHORT PERIOD.





ENERGY CELL
X-MAN'S LIFE ENERGY RECOVERED.



COMPUTER DISK
COLLECT ONE AFTER BEATING THE EVIL MUTANT IN EACH MISSION. OF COURSE YOU STILL HAVE TO MAKE IT BACK TO THE BEGINNING IN ORDER TO SURVIVE. ONCE YOU HAVE ALL FOUR IS THE GAME OVER?

9 STRATEGY

SOME X-MEN, BY THE VERY NATURE OF THEIR POWERS, ARE BETTER SUITED FOR ONE KIND OF MISSION RATHER THAN ANOTHER. THIS MEANS THAT A TEAM THAT FUNCTIONS WELL DURING ONE MISSION MAY BE NEXT TO HELPLESS IN ANOTHER. GET A FEEL FOR WHICH TEAM FUNCTIONS BEST IN WHAT SITUATION.

TEAMWORK IS VITAL IN THE TWO PLAYER GAME. DON'T TRY TO COMPETE WITH EACH OTHER. HELP DEFEND YOUR TEAMMATES AND COVER THEIR WEAKNESSES AS THEY SHOULD COVER YOURS. IT IS TEMPTING IN THE ONE PLAYER GAME TO ELIMINATE ONE OF YOUR OWN MEN SO THAT YOU CAN CONCENTRATE ON THE MISSION AT HAND. DON'T DO IT! ONCE YOU LOSE ONE OF THE TEAM, HE IS GONE FOR THE NEXT LEVEL. YOU WILL NEED THEM ALL TO BEAT MAGNETO'S EVIL FORCES.

CONSTANTLY WATCH THE ENERGY LEVELS OF YOUR X-MEN. THIS IS ESPECIALLY CRITICAL IN THE ONE PLAYER GAME. A WARNING TONE WILL SOUND WHEN ONE OR BOTH CHARACTER'S IS LOW ON ENERGY, BUT BY THAT TIME IT MAY BE TOO LATE TO DO ANYTHING ABOUT IT. SWAPPING BACK AND FORTH TO KEEP BOTH X-MEN PROTECTED AND AT FULL POWER IS THE KEY.

ONLY THE X-MAN CONTROLLED BY PLAYER 1 CAN ACTIVATE A PORTAL FROM ONE LEVEL TO THE NEXT. BEAR THIS IN MIND WHEN SELECTING THE FIRST X-MAN IN A TEAM. A FASTER X-MAN LIKE ICEMAN OR NIGHTCRAWLER WOULD BE ABLE TO REACH A PORTAL MUCH QUICKER THAN A SLOWER ONE LIKE COLOSSUS. CHOOSE WISELY.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.

It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- — Reorient the receiving antenna
- — Relocate the NES with respect to the receiver
- — Move the NES away from the receiver
- — Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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